

REMARKS

The following amendments were made to correct matters of form only. No new matter has been added. Accordingly, the Examiner is requested to enter this preliminary amendment.

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Respectfully submitted,

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VERSION WITH MARKINGS TO SHOW CHANGES MADE:**IN THE SPECIFICATION:**

Please amend paragraph [0012] as follows:

The loading station 116 is generally indifferent to the specific types of physical connections illustrated in Fig. 1 by connection 140. The present invention can load hand held devices using Universal Serial Bus (USB), RS-232, InfraRed (IR), FireWire, BlueTooth, as well as other connection media. The transfer component 117 of the loader 116 that actually transfers data back and forth over the physical medium [132] 140 through port 124 has been abstracted such that it sees all of the different connection types as the same, because the operating system driver layer 118 handles the actual moving of the bits over the physical medium [132] 140.

IN THE CLAIMS:

Please add the following new claims:

6. (newly added) The mechanism of claim 1, wherein said loading station further comprises a transfer component, which transfers data back and forth over a physical medium through a port, and an operating system driver layer, which handles the actual moving of the bits through said port over said physical medium.

7. (newly added) The mechanism of claim 6, wherein said transfer component is abstracted such that it sees differing connection types as the same, because said operating system driver layer is responsible for the actual moving of the bits.

8. (newly added) The mechanism of claim 7, wherein software drivers of said connection types can be added to or removed from said loading station.

9. (newly added) The mechanism of claim 7, wherein software drivers of said connection types are extended from sample software modules obtained from product developers.

10. (newly added) The mechanism of claim 1, wherein said build-to-order configuration engine contains links of which handheld applications cannot coexist with each other or are incompatible with specific handheld hardware

11. (newly added) The mechanism of claim 10, wherein said build-to-order configuration engine receives data from the handheld device itself through the communication port of said loading station.

12. (newly added) The mechanism of claim 10, wherein said build-to-order database further comprises a database catalog which contains information about a plurality of handheld software products, including what Operating System (O/S) version that product may require, the memory consumption of that product, what other software applications the product may be dependant upon, and any other products/applications that it conflicts with.

13. (newly added) The mechanism of claim 10, wherein said build-to-order database further comprises a database catalog which contains information about a plurality of handheld software products, including what Operating System (O/S) version that product may require, the memory consumption of that product, what other software applications the product may be dependant upon, and any other products/applications that it conflicts with.

14. (newly added) The mechanism of claim 1, wherein said database engine comprises a database catalog which contains handheld software pricing and supplier information, lead time, descriptions, sales volume levels, product shots (images), and geographic sales restrictions, all of which is obtained from the developers of the software.

15. (newly added) The mechanism of claim 14, wherein said database engine further comprises a dependency checker portion for comparing parameters related to each piece of software.

16. (newly added) The mechanism of claim 1, wherein said build-to-order configuration engine further comprises a plurality of registration code mechanisms each supported by a specialized registration module.

17. (newly added) The mechanism of claim 16, wherein said build-to-order configuration engine further comprises a plurality of registration code mechanisms which can complete the registration process even when all software is preloaded on the handheld device.

18. (newly added) The mechanism of claim 1, wherein a customer sends an existing handheld device to a location having a build-to-order configuration engine, a database engine, and a loading station, wherein said customer accomplishes all download registrations without using said website engine.

19. (newly added) A method of loading software onto a handheld device, comprising:

querying a build-to-order configuration engine to ensure sufficient memory is available to accommodate said software, that the desired software has no conflicts with any other software desired by said user, and that the handheld device O/S (Operating System) can accommodate said software;

querying said handheld device to ensure sufficient memory is available, and reporting an error back to said user if necessary;

if necessary, prompting a user to order additional memory such as on a memory card; and

locating said software program on said memory card where possible.